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## Introduction to Appeon PowerBuilder

DURATION 5 Days

COURSE APPB-100

AVAILABLE FORMATS Classroom Training

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# **Course Description**

#### Overview

This Introduction to Appeon PowerBuilder course introduces students to the Appeon PowerBuilder development environment. Each component of the PowerBuilder Classic IDE

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is covered in the context of using PowerBuilder to develop GUI-based client/server business applications.

## Objectives

Upon completion of the Introduction to Appeon PowerBuilder course, students will be able to:

- Use the System Tree to create workspaces and targets.
- Use the Application Painter to create application objects.
- Use the Window Painter to create windows.
- Use the PowerScript language to write scripts to perform required processing.
- Create user functions and user events.
- Use the DataWindow Painter to create Data Windows and select appropriate presentation styles and data sources.
- Use the Query Painter to interactively construct and edit SQL statements.
- Use the Database Painter to define extended attributes and manage database tables.
- Use the Menu Painter to create traditional and contemporary menus.
- Debug PowerBuilder applications.
- Package a PowerBuilder application for distribution.
- Discuss the alternative deployment types, including pcode and machine code.

#### Audience

Developers responsible for the design, development, implementation, and maintenance of client/server applications using Appeon PowerBuilder.

## Prerequisites

- Basic knowledge of the Windows operating system.
- Introduction to SQL, or equivalent experience.
- Experience in a programming language, such as COBOL, Visual Basic, C++, or Java.

## **Topics**

Introduction to PowerBuilder

- Role of PowerBuilder in Application Development
- PowerBuilder Application Architectures
- Platforms and Databases Supported by PowerBuilder

PowerBuilder Concepts and Terminology

#### The PowerBuilder Classic Environment

- Painter Structure
- Customizing Toolbars
- The System Tree
- The Clip Window
- Managing Painter Views and Panes
- Object Browser

#### Creating an Application

- Creating Workspaces
- Creating Targets
- Creating Application Objects
- Application Object Properties

#### **Creating Windows**

- Types of Windows and Controls
- Building Windows
- Window Inheritance

#### PowerBuilder Scripts

- Language Syntax
- Using the PowerScript Painter
- Control Structures
- PowerScript Functions
- Structures
- Script Inheritance

#### **User Defined Function and Events**

- Global Functions versus Object Functions
- Creating User Functions
- Defining User Events
- Invoking User Events

#### Creating DataWindows

- Presentation Styles
- Data Sources
- DataWindow SQL Options
- Customizing the DataWindow Design

#### Implementing DataWindows

- Associating DataWindow Objects with DataWindow Controls
- Transaction Objects
- DataWindow Functions

#### DataWindow Updates

- Controlling Updates
- Data Validation Process
- Transaction Management

#### **Creating Menus**

- Menus Styles
- Creating Menu Bars and MenuItems
- Menu Events and Scripts
- Popup Menus
- Menu Inheritance

#### **MDI** Applications

- MDI Window Types
- MDI Related PowerScript Functions
- MDI Menus
- Toolbars

#### Distributing the Application

- Creating an Application Executable
- PowerBuilder Resource Files
- PowerBuilder Dynamic Libraries
- Creating a Machine Code Executable

#### Supplemental Topics (as time permits)

The PowerBuilder Classic Debugger

- Managing Database Tables
- The Library Painter